Training system.

* Buy/sell advice.
* Simulate the consequences of a plan over some time.
* An event starts at the beginning of a year.
* Nothing changes during the year.

Company

* Owns a set of property.
  + Has 1 bank account
* Has a director.
* Can be bought
* Can be sold
* Company ownership must be a one-way hierarchy
* PROFIT
  + s = sum of the profits of all owned property
  + if s <= 0: profit = 0 and bank balance-= s
  + else: bank balance += 0.5\*s

Property

* Has a
  + Owner (one). Can be unknown.
  + Monetary value. ($)
  + Profit. ($)
  + Name (unique)
* Is a (one or other)
  + Bank account
  + Business units
  + Company
* Generates income over time for its owner.
* Income may be negative.

Bank account

* Cannot be bought or sold
* Balance increases and decreases
  + When other property is bought or sold
  + When profit is made
* No upper or lower limit
* PROFIT
  + Company gains or loses 5% of balance.

Business unit

* Employ people to do work
* Has a
  + monetary value
  + yearly revenue
  + yearly wage (to pay employees) (observer)
* Can be sold
* Can be bought
* PROFIT
  + Profit/loss = revenue – wage

Director

* Can propose a plan.

Plan

* Consists of proposed decisions.

Proposed decision

* Occurs at a given point in time in the future.
* Either buys or sells a property.